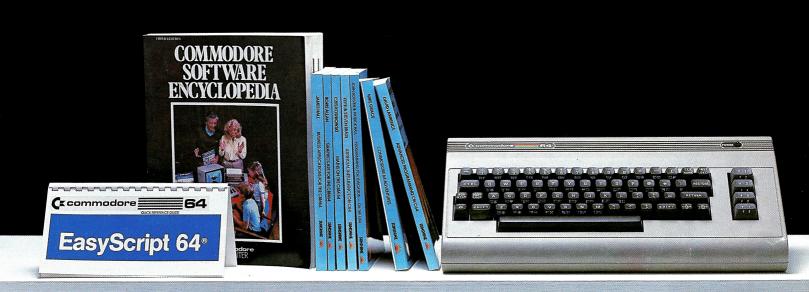# Commodore Library

Books For Your Commodore 64

Commodore 64 Adventures

Create, design and program your own Adventure games! Shows you how to create and combine program modules into an exciting adventure. Includes diagrams, maps, also playing tips. Text shows you how to build each module of a real Adventure. Complete program listing included.

Business Applications on the Commodore 64

How to write business programs in BASIC. Excellent techniques and subroutines for use in writing business programs on the Commodore 64. Easy to use programs range from accounting and word processing to mailing lists. Much more.

Graphic Art on the Commodore 64: Using Turtle Graphics

High resolution techniques and subroutines emphasizing turtle graphics. Develop your own turtle graphics system while learning sophisticated high resolution graphics programming. In BASIC.

Mathematics on the Commodore 64

Covers a wide variety of mathematical techniques which you can incorporate in all types of BASIC programs. Numerous subroutines and examples with illustrations.

Advanced Programming Techniques on the Commodore 64

Packed with advice and tips for intermediate and advanced BASIC programmers. The short-cuts you need to move up and become a more "professional" programmer.

Artificial Intelligence on the Commodore 64

Make your Commodore 64 appear to THINK, using artificial intelligence techniques in your BASIC programs. One of the hottest new topics in personal computing. Artificial intelligence is the wave of the future. This book gives you a headstart.

Programming for Education on the Commodore 64

Learn how to write creative learning programs in BASIC for pre-schoolers and elementary age children. Excellent for parents as well as teachers!

Easyscript 64 Quick Reference Guide

All Easyscript commands and hints at your fingertips. Spiral-bound, with built-in easel. Makes Easyscript wordprocessing even easier!

Commodore Library

Books For Your Commodore VIC 20

VIC Revealed

Learn more about the ever popular VIC-20 with this very informative text. Teaches you how to write better programs, perform new and interesting functions and learn how and why the VIC-20 works. A must for any vic users bookshelf.

VIC GAMES

Learn how to construct 36 exciting and useful game programs for the Commodore VIC-20. Includes arcade, strategy and educational word games. In addition there are programs for graphic displays, sound and music effects. Excellent for VIC-20 users who enjoy computer games.

VIC Graphics

Explains and teaches the theories of high resolution graphics plotting and the multi-color mode of the VIC-20. Contains 38 informative programs with dazzling graphics. Explore one of the most exciting and challenging features of the VIC-20 and open up a whole new range of exciting applications.

Stimulating Simulations for the VIC

A very informative text containing 12 unique programs in BASIC for the computer hobbyist. Each program includes a listing, sample run, instructions and program documentation. An excellent beginning for simulating real events.

Mastering Your VIC-20

Learn good programming by example with this VIC-20 text. Includes 8 informative programs which teach various levels of computer programming. Each program includes a list of concepts, initial operating instructions, variable usage tables and program listings. A very valuable book.

Commodore Software Encyclopedia

This 890 page catalog lists most of the software offerings known to Commodore, including prices and descriptions of each. It deals with such machines as the VIC-20, C64, the 4000 SERIES, 8000 SERIES, B SERIES and the SP9000. An ideal source for dealers and user groups as well as individuals who want to get the most from their Commodore systems.

C= commodore COMPUTERS